ty reborn and Whitedragon and rest now reborn the char Text[256];

1)what does it do?

2)and is i a message right? now how do i change it so i can also add ones that are pm's

EIDT:i cant seem to get them to work

```
  }
if (stricmp(Msg2,"!testmsg") == 0)
{
     char Text[256];
 sprintf(Text,"msg hey man, don't test me");
 Console_Input(Text);
  }
}
}
}
```

3) how can i make the spectate move around screen faster?

4) is there a script that makes it where u cant pick up weapons or crates?

5) it still wont go stealth

```
  else if (stricmp(Get_Player_Name_By_ID(ID),"<nick>") == 0) {
    Change_Character(obj,"Nod_Kane_HologramHead_small");
  Commands->Set_Is_Visible(obj,false);
  Commands->Give_Powerup(obj,"CnC_POW_MineRemote_02",false);
  Commands->Give_Powerup(obj,"POW_RepairGun_Player",false);
  Commands->Give_Powerup(obj,"POW_VoltAutoRifle_Player",false);
  Commands->Give_Powerup(obj,"POW_RamjetRifle_Player",false);
  Commands->Give_Powerup(obj,"POW_Railgun_Player",false);
  Commands->Give_Powerup(obj,"POW_Shotgun_Player",false);
  Commands->Give_Powerup(obj,"CnC_POW_RocketLauncher_Player",false);
Commands->Enable_Stealth;
```